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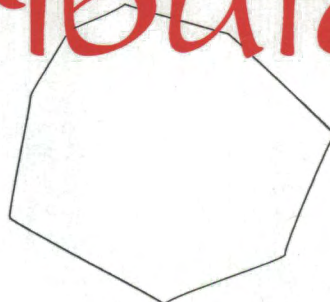
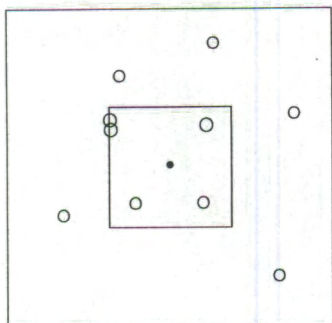
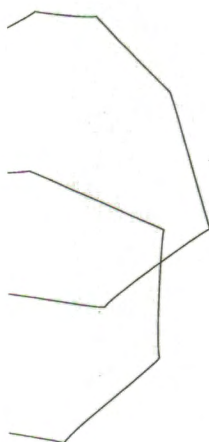
extended attributes

Phoenix
OS/2
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The magazine of the OS/2 community

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Boe and Bill Schindler.

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extended attributes

extended attributes is the award winning monthly magazine of the Phoenix OS/2 Society, Inc.

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Playing the big game

by Bill Schindler

I'm writing this the day after The OS/2 Marketplace conference. I'm still in a post-conference haze resulting from spending three days *on*—talking, listening, thinking, and getting very little sleep.

Although it's too early to know the real results of the conference, the immediate result is that almost everyone involved feels much more positive about the future of OS/2 and the OS/2 marketplace. We all started thinking and talking about ways to work together. There's now several activities afoot aimed at continuing the "work together" attitude that was begun and nurtured by the conference.

I expect you'll see in the near future some interesting—and positive—announcements that directly result from things set in motion at the conference.

At a more immediate level, the conference committee will be meet-

ing near the end of March for a conference post-mortem. Perhaps the most important issue the committee needs to examine is whether there will be an OS/2 Marketplace conference in 1998.

The attendees, for the most part, were giving us an emphatic *yes* when we asked if we should do it again.

April fools bring...

In this issue, some of the playful mood of April First sneaks in here and there. This issue is really dedicated to the OS/2 home user and to all OS/2 users who think of their computer as not just a business tool, but also as a way to have fun.

As a result, we have wall-to-wall game reviews, two cartoons, and just a wee bit of tomfoolery.

But the fun stuff didn't displace all of the serious information. Sometimes, it seems like the universe has its fun at *our* expense.

Internet tools

In the next issue, we'll be looking at Warp and the Internet. OS/2 makes a great Internet client (and there's lots of choices for client software) but did you know that it's also a great Internet server?

In the June issue, we'll be covering speech recognition on OS/2 Warp.

By the way, it looks like another result of the conference is that we'll have a couple more advertisers. That means that the magazine will be growing again, which means that we'll have room for even more material. If you have an article idea, or even just a tip and/or trick, send me an email at editor@possi.org.

Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society, Inc (POSSI) is an organization of computer users with an interest in IBM's OS/2 operating system.

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on the bitstream Fun with gizmos

by Esther Schindler

I can see it now. The magazine editor stops, turns slowly, takes off his glasses. "A driver? Esther, you want to write about a *device driver* for OS/2? Perhaps it's time you took a vacation."

I can't figure out how to get paid to write about this topic, because device drivers are, well, boring. That is, they're boring right until you need the software to make *your* gizmo run.

This month, I'll take a break from serious stuff and devote a few pages to "nifty things," particularly from the viewpoint of finding drivers to make them work with OS/2. In most cases I don't have the hardware, much less drivers to run the device. As a result, I don't necessarily endorse items I mention here, since I have little or no personal experience. On the other hand, if you're shopping for a gizmo of your own, doesn't it help to know you can get one that runs in OS/2?

Let's get the comparatively dull options out of the way, first. These are useful—just not exciting.

Baby, you can driver my car

If you have ever needed software drivers, you probably discovered IBM's Device Driver repository (www.uk.ibm.com/getdoc/psmemea/progserv/device/). If you need support for any peripheral (video, printer, multimedia, etc.), particularly for OS/2 2.x and OS/2 Warp 3, this is definitely the place to start. (I think the OS/2 Warp 4 device driver CD does a better job, and is one of the best implemented features in the OS.)

However, if you're looking for driver-based system enhancements, a few other sites are worth mentioning.

For printer drivers, check out <ftp://service.boulder.ibm.com/ps/products/os2/fixes/v4warp/english-us/>

For Gravis Ultrasound drivers and joystick drivers: www.io.org/~rjm/

The Official Unofficial AWE32 and OS/2 Page is at www.ionet.net/~colin/awe32.html

And, to bypass the need to visit many of these sites, check out <http://budgetweb.com/os2/> for a list of vendors who will preload OS/2 on a new system.

I covered QuickMotion for OS/2 in *PC Magazine*, so I don't want to devote detail to it here. If you need to work with Windows AVI files (the Windows multimedia movies) you may discover that, while OS/2 and Windows use the same multimedia format, they use different compression schemes. To watch Windows AVI files in OS/2, you can purchase QuickMotion from Practice Corporation, found at www.practicexo.com.

It sounds much less sexy than multimedia or cameras, but among the most valuable driver enhancements you can purchase is Ray Gwinn's SIO, www.gwinn.com. SIO replaces the COM port drivers built into OS/2, and can significantly speed up your serial communications. In English, that means "faster downloads." It also provides spiffy features like VMODEM, which give you access to BBSes via the Internet.

Lens have some fun

A long time ago, someone made the distinction for me between what I "need to have" and what is "neat to have." Among the latter is a digital video camera, like the QuickCam and the WinCam.

We did buy a Casio digital camera, based on Buck Bohac's delight with his own. We have our Casio hooked up to the Macintosh simply because it's easiest to plug the wires into that machine. Buck tells us that the software runs fine in WinOS2, as long as you don't use it concurrently with Ray Gwinn's SIO. Nobody knows where that conflict comes from.

The WinCam is an inexpensive video camera that attaches to your serial port (www.wincam.com). Derek Decker, who also wrote Lynx for OS/2, is testing a command-line driver for the WinCam. It may be available by the time you read this, at www.cris.com/~djd/products.html or at Hobbes (<ftp://hobbes>.



nmsu.edu). I saw Derek's test site, wherein he had the WebCam hooked up to a robot arm; the Web site let me adjust the lighting on the fish tank, and change the direction of the camera's focus. Fun stuff! (He's also writing OS/2 drivers for the robot arm, but that didn't grab me.)

With enthusiasm, I contacted StarDot to ask them for a demo WinCam, and they responded with alacrity. I had the WinCam the next day, and you can see the results (using Derek's command-line driven OS/2 utility) in Figure 1. (You can also get a good view of an annoyed kitty, but I had to grab something to photograph.)

The WinCam is truly a neat gizmo. The Windows-based software worked okay (not great) in WinOS2; it would occasionally GPF while trying to download an image. Its behavior makes me certain that some tweaking with the DOS and Windows timing settings would make it work fine. But why bother, with a native OS/2 utility available? (Please encourage both Derek and StarDot to enhance it further; they're both listening, and this is a neat toy.)

If you don't prefer the WinCam, though, you can also purchase a native OS/2 shareware driver for the QuickCam. 2d3D's QuickCam Viewer consists of a device-driver and a PM application which supports both gray scale and color QuickCAM cameras.

According to the developers, the driver permits complete control over the camera's exposure and contrast, and includes image sizing capabilities. Among other things, it: ➡

- The image can be saved to a BMP file, copied to the clipboard, or printed.
- Has full MMPM/2 support; you can use the QuickCam to capture single images or AVI movie files.
- Desktop lockup support. You can use this as your screen-saver.
- The snapshot scheduler can save a picture to a bitmap file at any interval. For example, you can use it to update live images on your Web page every 60 seconds.
- A beta plug-in is being tested which will allow the camera to interface with CuSeeMe/2. (inet.uni-c.dk/~deckkh/)
- A developer kit allows programmers to deploy the camera as a snapshot generator in their applications.

Color support includes 24-bit (16M) color mode. The 16-bit (64k) color mode uses a proprietary compression technique, and the developers are awaiting details from Connectix.

Registration is \$35, which turns on the full feature set. Download the shareware version from www.shadow.net/~senja or write to:

2d3D Inc.
attn.: QV2 orders
2003 N Swinton Ave
Delray Beach, FL 33444
1-561-274-4013 voice
1-561-276-6342 fax

Support for the QuickCam is also built into Jonathan Tew's shareware Internet phone application, Inter-

Com. (InterCom can be found at BMT Micro's Web site.)

If video isn't enough, and you want TV, you might enjoy checking out the ///FAST Movie Machine TV drivers for OS/2. The driver (released in November 1996) supports the TV tuner (NTSC, PAL, or SECAM) including teletext, video overlay display and single frame capture. They're at ourworld.compuserve.com/homepages/hmkirchhKGS/vidfmm.htm

Prints charming

OS/2 users with color printers have been stuck with IBM's OMNI drivers, which are (to be gentle) of underwhelming quality. Even if you purchase a top-end color printer, OS/2 doesn't provide drivers to take advantage of any of its features.

One exception is the Epson Stylus color inkjet printers. NovaStar (the same people with the Impos/2 graphics application) sells a driver specific to these printers, and from what I've seen the print quality is superb. On the other hand, I've heard that print speed is much slower. You could presumably cope with this by using the OMNI driver for test prints and using NovaStar's driver for the final copy. The company sent me the Epson driver, but unfortunately my printer is having hardware woes. (It can print colors, but the black fails a self-test. I may fix it with a sledgehammer.) I hope to test the driver in detail soon.

You can order the Epson drivers for \$25 + \$12 shipping directly from Novastar. They ship the CD-ROM to you, so the \$12 is really only the shipping costs from Germany.

NovaStar Software GmbH
Ulmer Str. 160a, Eingang K
86156 Augsburg, Germany
Tel: +49-821-44079-0
Fax: +49-821-44079-77
Support: +49-821-44079-33
www.novastar.de
novasta@ibm.net

If you have a Seiko Smart Label printer, you might be interested in software written by Jay Schwartz 71201.3106@compuserve.com. In Jay's own words:

"I have a Seiko Label Printer Plus and wrote a program (driver) to control it because the DOS software which came with the printer:

"a) would run under OS/2 but only with great difficulty

"b) is self-modifying

"c) could not take advantage of OS/2 programs or fonts."

OS/2 allegedly supports the Seiko using the OMNI printer driver; it's on the list when installing printer drivers. However, according to Jay Schwartz, the OS/2 support does not work. The Seiko printer uses a software handshake which is quite different than the standard X-ON—X-OFF that OS/2 uses. In fact, Seiko defined its own communications protocol.

Jay wrote a port driver to replace the OS/2 serial port driver, which understands the Seiko protocol. Using that driver, the OS/2 OMNI support formats text and graphics correctly. One drawback is that OMNI formats at single density only; the printer does have a double density capability. This driver works with the Seiko Label Printer *Plus*, but not the Seiko Label Printer *Pro*. He's working on adding the Pro support but would have to purchase one of those units first.

So far, Jay has been giving away the driver to anyone willing to try it. He's willing to complete the task by expanding the program to encompass the Pro as well as the Plus; if he did so, he'd turn the driver into shareware. Contact Jay Schwartz at:

Eclipse Limited
6 Ava Road
Toronto, Ontario
Canada M5P 1X9
Voice/Fax: (416) 483-5200
71201.3106@compuserve.com

One ringy-dingy

InfoOnCall can turn your computer into a powerful call manager and information center while you can still use the computer for your regular work. InfoOnCall provides features for the SOHO (Small Office Home Office) market which you will find in more expensive systems, and it brings the versatility of a professional system at a very affordable price.

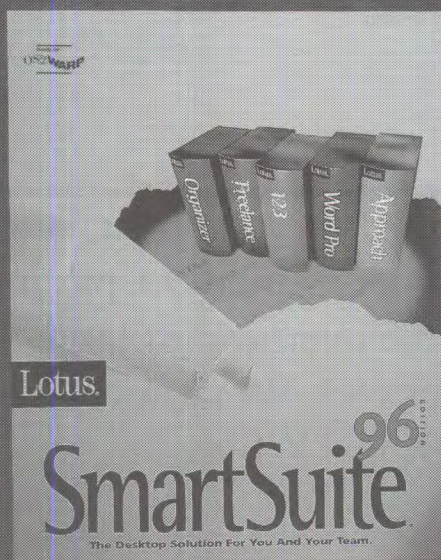
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Figure 1: Output from WinCam.One using an OS/2 driver.

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Currently, the OS/2 version of InfoOnCall supports any voice/fax modem with a Cirrus Logic chip set. In order to minimize support headache, the company gives away a free Cirrus Logic based modem with the purchase of the full version of InfoOnCall during the promotional period.

I have a copy of the application (and the modem that comes with it) but I confess I've never found the time to install it. (For one thing, I already have a higher-speed modem

taking up my COM ports.) I've paged through the manual, however, and I like what I see. One of these days I'll give it a good workout.

The DOS version of InfoOnCall supports the Rockwell chip set based modems. The Windows version supports the MWave modem. There is planned support for MWave based modems under OS/2 but no release date has been announced. Other modems with published command sets will be added, too, but no release date as been announced yet.

For the OS/2 platform, the single-line version costs \$249.00 per copy, with a free modem. The two-line version is \$375.00; three line is \$545.00; four line version is \$795.00. All of the multiline versions come with one modem. You'll need to purchase additional modems to run the program.

InfoOnCall comes with a 96/24 Cirrus Logic based voice/fax/data modem that runs on COM1 or COM2 (non-changeable IRQs). It has very good voice and fax quality.

Voice and fax traffic only requires 9600. You don't need a high speed modem but if you wish, you can upgrade to a 14.4 modem for an additional \$65.00 (internal), or \$90.00 (external). There's no 28.8 modem support yet.

www.deltanet.com/touchvoice/ioc/ioc.htm

Hard, where?

I'm well aware that I've ignored a plethora of native OS/2 scanning solutions. And I'm sure I've missed several drivers. Nonetheless, I hope this article demonstrates that there *is* hardware support for OS/2... you just have to be a bit more persistent in your search. ☺

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Ready for
OS/2.WARP

Backup to its old tricks

by Scott Saari

I guess I am being tested by a higher power.

This past week, my hard drive decided to quit working... again.

This happened right after my tape drive came back from repair. The tapes kept running off the end of the spool, which meant the light sensors in the drive didn't see the holes at the ends of the tape. It took ten days to get Iomega to respond to requests for a simple RMA number, but to their credit, Iomega repair sent me a new drive quickly.

I was very nervous without the tape drive although I had a full backup on tape. I always back up my database and Quicken files to floppy disks every night as an extra measure of security; that practice allowed me to not lose two days of work this week.

I saved up and bought another tape to duplicate a full hard-drive backup. Both tapes came back from repair having the ends put back on the spools. As soon as the tape drive came back, I attempted (unsuccessfully) to perform a full backup. The backup aborted after backing up the C:, D:, and E: drives. The F: drive was not backed up on the second tape. The software reported multiple drive read errors, and informed me that a backup did not take place.

Hard disk failure

Then the hard drive refused to boot up—either to DOS or to OS/2 Warp. I didn't panic since I knew I had one good tape, and possibly three more drive copies on the second tape. I bought a new hard drive, a Western Digital 1.7 GB.

That's when the fun began. I had only one set of the boot disks, which I'd used before. I should have known better than to have only one copy! The second disk decided it would no longer work. With no computer running, I had no way to make another set. I now have special boot disks with drivers to run the tape backup.

I performed a scandisk on the disk from another computer; no problems showed up. In an act of

desperation, I copied the disk. Miraculously, the copy worked, and I could begin restoring. Of course, this time I made another copy of the disks!

I was able to do a partial restore from my first tape, the only one with everything on it. It decided to break and tangle up inside the cartridge. I never heard of this. By this point, I wanted to cry. I knew I no longer had a backup of my F: drive, the largest of the four. Naturally, I had a lot of programs that are very difficult to replace.

I put the broken drive back into the computer. By a fortunate quirk, after I booted from the utility disks, I could access the F: drive but none of the others. Since I didn't have 200 floppy disks for a manual backup, I spent a Saturday deleting programs that I could reinstall from disks, and backing up the rest to 37 floppies.

When I reinstalled the new drive, the BIOS incorrectly auto-detected the drive, causing problems. When I finally manually entered the correct drive parameters, all went well. Then I used FDISK to repartition the drive into four new (but larger) logical drives.

Restoring one's faith

Trial and error finally got me going. Eventually, I attempted a restore from the new tape, sans F:. To my delight, the three drives restored without a hitch. Nonetheless, I wound up reinstalling both DOS and Windows.

When OS/2 booted up the first time and ran Windows perfectly, I jumped for joy. I was not sure if I could reinstall OS/2 from the CD-ROM. (Since the first time I had installed OS/2, I bought a new CD-ROM which required that I add drivers to the CONFIG.SYS file. I had them on disk, but they are no fun to install into the boot disks. You can run into this problem even if you are running only DOS or Windows, so make sure you can boot up from boot disks and run your CD-ROM.)

Now it was time to restore the floppies to F:. I was shocked that the boot disks did not contain the restore program. Fortunately, RESTORE

was on the OS/2 drive which had just been restored. (Do you have RESTORE.EXE on your boot disk? How about BACKUP.EXE? What about FDISK and FORMAT?)

The restore went fine until disk 27. An error message said the disk had no backup files on it, and it dropped out of the restore. Now what? Do I have to reinstall the old drive and do the F: backup all over again with different disks? I tried starting the restore again and it stuck in disk 28. The program let me continue after chiding me for not putting in disk 1. Whew. Two other disks were also bad; I skipped over them, but noted what directories were being restored at this time because they would be incomplete. Another stroke of good luck: one was a temp directory with Quicken files I knew I had on floppies, the other was an Internet email program, Postroad Mailer. Its zip file restored so I could recover the executable. Another "whew."

So now I am reinstalling Microsoft Office (23 disks). When that's done, I'll reinstall Quicken 6. At least OS/2 allows me to run the Windows install programs in the background while I write this! Otherwise I'd be watching install run for a couple of hours.

The lessons I learned again:

- Have lots of current, discrete backups of the whole drive.
- Have lots of copies of boot disks that have your backup software on them. Test them regularly.
- Make sure you can format, back up, FDISK, and restore from your boot disks—and that you know how.
- Make sure you can get your CD-ROM running from scratch.
- Critical data files need to be also backed up to floppies every night.
- Only use high-quality floppies. ☺

Promote OS/2 Forum

by Judy McDermott

David P. Both, president of Millennium Technology, Inc., is sponsoring a *Promote OS/2 Discussion Forum*. The forum is run by and for Team OS/2 members on his web site at www.millennium-technology.com. The objective is to find constructive ways to promote OS/2 in the world marketplace. All are welcome, whether or not you consider yourself a member of Team OS/2.

Our goal is to enhance the success of OS/2. This venture is in the early

development stage, and we are still in the process of laying the groundwork for our future activities. The sole purpose is marketing OS/2 Warp to home and small business users.

We conduct a weekly IRC chat (Internet Relay Chat) session on Wednesday evenings at 9:00pm EST at www.thinkndo.com; join the #PromoteOS/2 channel. This live discussion gives us an opportunity to have a real time discussion and has

proved useful. Recently some new people have come onboard with really great ideas.

If you aren't familiar with IRC, feel free to email me at mandie1@mail.oeonline.com. I'll be happy to assist you as needed. Or you can visit my homepage, Judy's Warped World, oeonline.com/~mandie1 which includes a page dedicated to native OS/2 IRC clients with descriptions of each. ☺

Take a REXX class—online!

by Esther Schindler

Some members of the Phoenix OS/2 Society were informed via email about an upcoming online class on REXX. The class has been postponed temporarily, until ZD University has enough students signed up, but it's still on the schedule. (Originally we intended to start on March 17; right now it seems that the class will begin several weeks later.) The sooner you sign up for the class, the sooner it can be rescheduled.

ZD University costs \$4.95 a month (that's right, just five dollars). You can sign up for any class you like, but participate in just one class a month; you can, however, audit (i.e. lurk on) other classes without participating. The classes are held in online messaging forums, not "live," so you don't have to worry about what time you need to show up for class. Each class does have regularly scheduled chat sessions with the instructors but these are optional.

Here's the specifics on the class, "Hands-on REXX: Programming for OS/2." The instructors are Bill Schindler and Esther Schindler. (We wrote the description you see below, so what you read at the Web site will look very familiar.)

REXX is a programming language, well known for its use with OS/2. By the end of the course, you will be comfortable with REXX syn-

tax and structure, will be familiar with using REXX to manipulate various OS/2 Workplace Shell components and creating application macros. You will understand program flow and control, stem variables, REXX debugging techniques, and utility libraries.

The topics covered include:

- Programming fundamentals, including debugging, testing, and dealing with user input
- Essential REXX syntax
- Executing system commands
- Program control
- RexxUtil functions
- Manipulating Workplace Shell objects
- Extending OS/2 applications

Requirements: This course is designed for novice programmers and expert programmers alike. Students will get an intensive introduction to REXX with particular focus on OS/2. The seven-week course is designed with the assumption that students have no prior programming experience.

Since no programming experience is assumed, the class (and the book) use hundreds of small, detailed example programs to best illustrate REXX features. The instructors intend to analyze every example, and complement the examples with questions and answers, plus homework based on the quizzes and exercises in the text. Students will gain

an in-depth knowledge of almost every REXX feature, and learn how to use REXX as a batch language as well as a real-world programming tool.

You should expect to spend no less than one hour a day working on the examples.

Teach Yourself REXX in 21 Days (SAMS) is the required text for this course. Text purchase and format information (including availability in HTML) is available in the ZDU Campus Store.

If you'd like to be notified when this class is rescheduled, you'll find the syllabus listed in the "Future Classes" area on the "Course Catalog and Registration" page (www.zdu.com/zdulive/catalog/catalog.htm) on ZDU. Choose "Notify Me" to the left of the class description. ZDU will email you once the class is rescheduled.

Also, a clarification regarding what browser is required for ZDU: You'll need Netscape Navigator 2.0.2 for OS/2 Warp in order to participate in ZDU. If you need to upgrade, you should be able to locate the browser directly from IBM's web site at: www.internet.ibm.com/browsers/netscape/warp. ☺

Card Games for OS/2

by Susan Haig

Card Games for OS/2

BMT Micro
452 Horn Rd
Wilmington, NC 28412

I love Felix Maschek's Card Games for OS/2. I am disabled and during rest times I become very bored. I found Card Games for OS/2 a great way to relax. It includes thirteen different solitaire games, ranging from the original Klondike to a very challenging one called Arachnid.

Card Games for OS/2 was written for OS/2, so it is easy to install using the setup program. I keep my applications and games on a ZIP drive so when I have to reload my OS/2 software, I simply use OS/2's "Add Programs" feature and the program reinstalls almost automatically.

Besides the variety of games, each game has several options. Of course you can select the usual new cards or new game features; but I really like the added choice of replaying your last game. It's very helpful when you are learning a new game or if you want to try to win using a different method. They have a high scores list and a timer so there is plenty of variety

in keeping score. There are Undo, Pause, and Cheat features if you really get stuck or need a break.

The settings menu looks like the familiar OS/2 Warp notebook, and the game can be played in English or German. Sound can be turned off when the kids are sleeping or when others around you need the quiet. But the great thing they do for me is use a single mouse click (which is selectable) to move the cards. If you don't like that move, just click again to rotate to the different possible moves. Of course if you want to use the traditional drag'n drop method, that is still available.

The games include plenty of backgrounds and deck patterns from which to choose. I'd like to be able to choose a bitmap image, though. Also, a few of the games confusingly include settings options in the programs settings notebook, such as Klondike's "Draw 3 cards" and "no limit on talon." I expected those settings elsewhere.

The "help" option is very helpful.

Besides the general help about the program there is help available on each of the 13 different solitaire games. If you don't know how to play the game, the "help" option will teach you.

Best of all you can contact the author for support and/or suggestions by mail, fax, or e-mail at his web site. Card Games for OS/2 is available as shareware. The license code is good for *all* future releases which can be found on CompuServe, at ftp.mascheck.com, on a listed BBS, www.mascheck.com, or on floppy disk by mail.

I know I'm going to really enjoy Card Games for OS/2. It is the perfect way to take a break from the hustle and bustle of a long busy day. Please excuse me, so I can relax and get back to that last game of Klondike.... ☺



Computer problem report form

1. Describe your problem:

2. Now, describe the problem accurately:

3. Speculate wildly about the cause of the problem:

4. Problem Severity:

A. Minor _____

B. Minor _____

C. Minor _____

D. Trivial _____

5. Nature of the problem:

A. Locked Up _____

B. Frozen _____

C. Hung _____

D. Shot _____

6. Is your computer plugged in?

Yes _____ No _____

7. Is it turned on?

Yes _____ No _____

8. Have you tried to fix it yourself?

Yes _____ No _____

9. Have you made it worse?

Yes _____

10. Have you read the manual?

Yes _____ No _____

11. Are you sure you've read the manual?

Yes _____ No _____

12. Are you absolutely certain you've read the manual?

No _____

13. Do you think you understood it?

Yes _____ No _____

14. If "Yes" then why can't you fix the problem yourself?

15. How tall are you? Are you above this line? _____

16. What were you doing with your computer at the time the problem occurred?

17. If "nothing," explain why you were logged in.

18. Are you sure you aren't imagining the problem?

Yes _____ No _____

19. How does this problem make you feel?

20. Tell me about your childhood.

21. Do you have any independent witnesses of the problem?

Yes _____ No _____

22. Can't you do something else, instead of bothering me?

Yes _____



the president's corner **On the Java express**

by Lee Baldwin

In the old days, IBM marketed "true blue" to the business world. These days, Microsoft sells "pure Microsoft" to the PC world. Both were moderately successful. Let me try to look into the future; I will look through the smoke and mirrors to view these companies' crystal balls.

IBM's direction

IBM is on the "Java expresso," the connected client. This makes perfect sense to me, based upon IBM's position. After all, IBM is International Business Machines and it markets and sells to *businesses*. Business is always watching the bottom line.

How much does it cost for there to be a tube on an employee's desk? IBM has released white papers that refer to these costs. The cost of a WIN-TEL style client is massive in comparison to a user of a CRT (a dumb terminal). The Gartner group estimates this to be \$12K a year for PC computing. About 80% of that comes from support, administration, and operations.

In my department at work, when a decision is made such as "We need the new office suite," that requires a new operating system, which requires a hardware upgrade, which means someone comes to my desk to put it all together, or I get a brand new machine! (Sounds good to me! When is my new machine showing up?)

The alternative is cheap in comparison. The new suite is installed on the server. There are no required upgrades to my machine, and the whole thing is transparent to me. If I don't need that feature, it never shows up on my machine.

Since IBM has jumped on the bandwagon for "Pure Java," it appears that IBM's position on the "thin client" is based on interoperability; any piece of software works with every other piece of compliant software on any compliant operating system on any brand of computer.

In contrast, it appears that Microsoft "talks the talk" but doesn't "walk the walk" on Java. Discussions at work lead me to believe that Microsoft wants extensions in Java so that their existing Windows-based fatware will have hooks in it to Java.



Based upon what and where each company is, these two positions seem reasonable. IBM conceded the desktop to Microsoft; they said something to the effect that they will worry about servers and the connected client. Plus, IBM still owns the "big iron" market. Microsoft owns the desktop and is fighting for the server market.

If the "Pure Java" philosophy wins out, no one will own the desktop. For example, you could buy a shareware word processor for the bulk of what you need to do. When additional features are required, say subscribing, you would connect (by LAN, Internet, cable modem, or some as of yet unknown connection), and all the features you could possibly want would be there for the cost of connection.

What does all this mean to the Phoenix OS/2 Society? If the wave of the future is to make all of the software independent of hardware and operating systems, where the current functionality we enjoy costs only a couple of hundred dollars, will we become a "Classic Operating System Society," like the "Classic Car Clubs?" Will we still enjoy "playing" with our computers? Please email to tell me what you think. ☺

Lotus SmartSuite news

Lotus Development Corporation announced availability of SmartSuite 97 Edition for Windows 95 and Windows NT 4.0, the newest version of its award-winning desktop productivity suite. SmartSuite 97 features powerful collaborative tools and enhanced Internet integration that enable users to move beyond "web surfing" to harness the Internet

as a powerful business computing platform.

The 96 Edition of SmartSuite for OS/2 Warp is available now; SmartSuite 97 for OS/2 Warp V4 will begin beta testing in the third quarter and is expected to ship in the fourth quarter of this year.

Note, however, that the inexpensive upgrade pricing on SmartSuite

96 for OS/2 expires at the end of March.

For more information on the Lotus business applications product line, visit the Lotus Web site at <http://www.lotus.com> or call 1-800-343-5414 in the United States, or 1-800-GO-LOTUS in Canada. ☺

Sundial Systems features Mesa 2 in April

Sundial Systems Corporation, best known for its Relish and Relish Net time management products, will visit the Phoenix OS/2 Society at the April general meeting. They'll demonstrate the latest version of Mesa 2, their native OS/2 32 bit spreadsheet.

Sundial has been busy in the past year. They have acquired the Clearlook word processor, Mesa 2 spreadsheet, and the DBExpert database. That's in addition to Sundial's well-earned reputation for Relish and RelishNet time management (which recently won them a "Best Of" award at one of the electronic OS/2 magazines.) Sundial is obviously well positioned to offer a native OS/2 suite.

On April 8th, Sundial will give us the grand tour of Mesa 2. Some of Mesa's features, such as Smart Fill and its live feed capability, are unmatched in other spreadsheets. Mesa 2 includes robust charting, a complete REXX-based macro facility, and support for extremely large spreadsheets.

If we are lucky, we will also see previews of future versions of Relish, Clearlook, and DBExpert, as well as other upcoming Sundial products.

About Mesa 2

The Mesa 2 spreadsheet is designed for users who want to combine the power and reliability of OS/2 with the flexibility and ease of use of

object technology. Mesa 2 takes full advantage of OS/2's advanced technology. Every Mesa 2 file runs in its own thread, and Mesa 2 supports multithreaded real-time feeds that update your data moment-by-moment, based on changes in the stock market or other real-time sources, without interrupting your work.

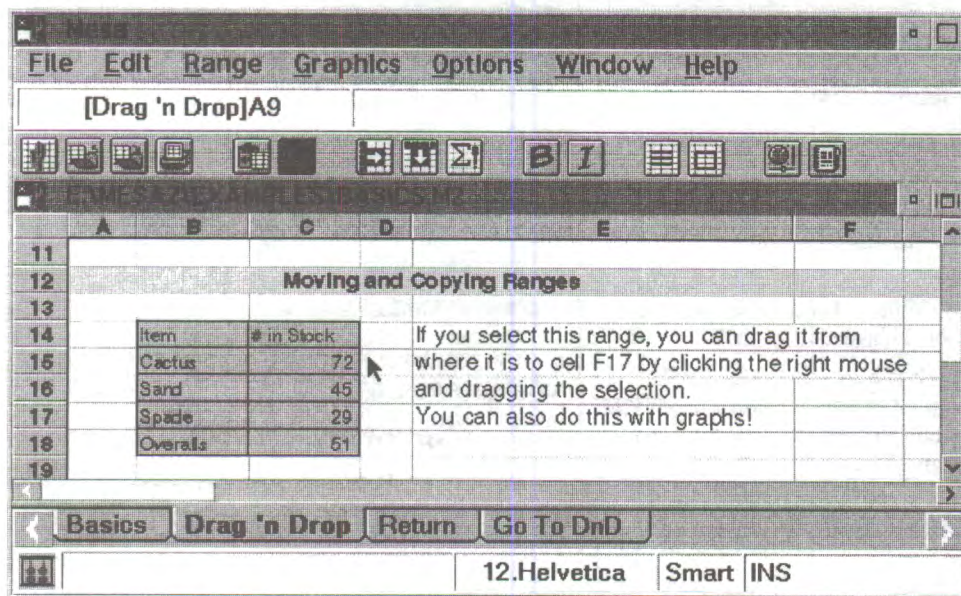
Among Mesa 2's features and benefits are:

- Huge, three-dimensional spreadsheets, comprised of over 32,000 rows, 18,000 columns and 700 layers.
- Compatibility with legacy data, including Lotus WK1, WK3, and WK4 files, Excel v3 and 4 XLS worksheets, and Quattro Pro for Windows WB1 files.
- Equivalents for all Lotus 1-2-3 for OS/2 formula functions, and most Excel and Lotus for Windows functions.
- Scripting capability via our MScript extensions to the REXX language included with OS/2.
- A Script Recorder that keeps track of your actions within Mesa 2, so you can turn them into MScripts for automating repetitive tasks.
- Context-sensitive popup menus that describe the allowable options at any given time.
- SmartSizing of rows and columns to fit the data.

- A wide variety of graph types for displaying your data.
- Use of OS/2's object-oriented interface for dragging and dropping colors and fonts directly onto your spreadsheet.
- Data interchange with other OS/2 and Windows applications via Dynamic Data Exchange.
- In-cell editing of values and formulas.

When & where

This month (post-conference) we return to our usual day and time: the second Tuesday of the month (April 8th), at the Mountain Preserve Reception Center. The general meeting begins at 7 pm, but you might want to show up at 6:30 for the "random access" question-and-answer period, where we all exchange advice and views about OS/2. (The Sundial folks are very involved in the Southern California OS/2 User Group, so they're well acquainted with this sort of thing, and can probably answer a few "general" questions themselves.)



General meeting

what

- ▲ Sundial Systems showing Mesa 2

where

- ▲ Mountain Preserve Reception Center
1431 E Dunlap
Phoenix, Arizona

when

- ▲ Tuesday, April 8, 1997
- ▲ 6:30pm: Q & A session
- ▲ 7:00pm: Regular meeting

history Coming events

This is a list of events scheduled by the Phoenix OS/2 Society. Unless otherwise noted, active members may attend any scheduled event for free.

Meeting notes

For the latest updates on the Society's event calendar, check the Web site at <http://www.possi.org>.

For meeting information and other queries, call the Phoenix OS/2 Society's voice mail at 602-949-4341.

If you have suggestions, ideas, or comments on the content of general meetings, contact the Society's Program Chair, Esther Schindler, at the general meetings or send email to esther@primenet.com.

April						
S	M	T	W	T	F	S
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

May						
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25	26	27	28	29	30	

June						
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23	24	25	26	27	28	29
30						

July						
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		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

April 1997

1 net.sig (Internet SIG). Setting up the connected desktop. Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

1 LAN SIG. Cabling (Jim Williamson of ACCRAM and Burke Swanson). Meeting is 6:00pm to 8:00pm. Coordinator Elliot Abramowitz. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for May issue. Articles should be sent to editor@possi.org. For other arrangements, call 602-585-5852.

8 HOW (How OS/2 Works) GIG. REXX lessons. Meeting is 3:30pm to 5:30pm. Coordinator Rosey Rosenwald. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

8 General meeting. Sundial Systems showing the Mesa 2 spreadsheet. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

26 Board meeting and magazine prep. Meeting is 10:00am to 1:00pm. Eat a brunch, learn about the inner workings of the Society, and help get *extended attributes* ready to mail. Location: Bill and Esther Schindler's house in north Scottsdale.

May 1997

5 Magazine submission deadline for June issue.

6 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

6 Developer's SIG. Meeting is 6:00pm to 8:00pm. Coordinator Lyle Wilson. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

13 HOW (How OS/2 Works) GIG. Meeting is 3:30pm to 5:30pm. Coordinator Rosey Rosenwald. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

13 General meeting. Power Quest's PartitionMagic. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

24 Board meeting and magazine prep.

June 1997

4 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

4 LAN SIG. Meeting is 6:00pm to 8:00pm. Coordinator Elliot Abramowitz. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for July issue.

11 HOW (How OS/2 Works) GIG. Meeting is 3:30pm to 5:30pm. Coordinator Rosey Rosenwald. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

11 General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

22 Board meeting and magazine prep.

July 1997

2 net.sig (Internet SIG). Meeting is 6:00pm to 8:00pm. Coordinator Mike Briggs. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

2 LAN SIG. Meeting is 6:00pm to 8:00pm. Coordinator Elliot Abramowitz. Location: KDC, 2999 N 44th St, 4th floor, Phoenix.

5 Magazine submission deadline for July issue.

9 HOW (How OS/2 Works) GIG. Meeting is 3:30pm to 5:30pm. Coordinator Rosey Rosenwald. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

9 General meeting. Meeting is 7:00pm to 9:00pm. Q&A session is 6:30pm to 7:00pm. Location: Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

20 Board meeting and magazine prep.

FAX for OS/2

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Meeting locations

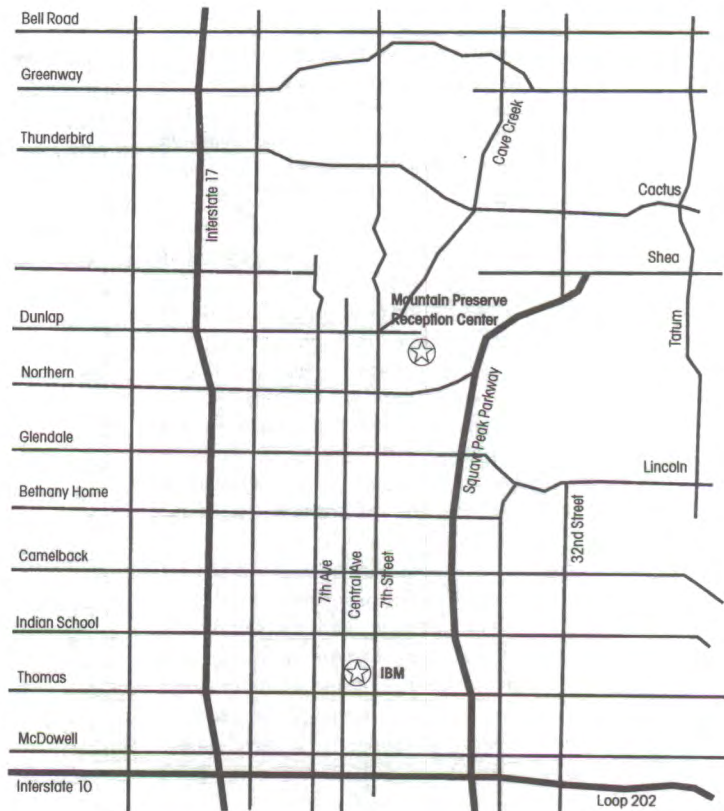
General meetings are held at the Mountain Preserve Reception Center, 1431 East Dunlap, Phoenix.

From the Black Canyon, exit at Dunlap and head east. From the Squaw Peak, exit at Northern. Go west to 12th Street, turn right and go north to Dunlap, turn right, and it's two blocks up on the right.

The "How OS/2 Works General Interest Group" now meets at the Mountain Preserve Reception Center on the afternoon of the general meeting.

The Internet SIG, Developer's SIG, and LAN SIG all meet at Knowledge Development Center, 2999 N 44th St, Suite 400. (It's not yet shown on the map.) That's just north of Thomas, in the building with the green dome. Plenty of free parking space is available in the garage behind the building. ☺

If the mailing label on the back cover says "sample," then this may be the only copy of *extended attributes* that you will ever receive. If you want to keep getting the magazine (and receive all the other benefits of membership), you must join! A 12 month membership in the US is only \$30. (See the form for membership pricing in other areas.) Tear out the application form, fill it in, and mail it with the membership fee to the Society's address.



sigs

Special Interest Group news and meetings

Local Area Network SIG

by Elliot Abramowitz, elliota@indirect.com

A month off! For the first time in a while, LAN SIG members were able to attend other meetings (Internet SIG & Developers SIG) at our new meeting location. From what I saw, the Internet SIG was packed! So, what does this mean for our group? Well, it's time to remind you of our meeting next month!

One of the great things about a user group is the diversity of its members. At our April meeting, we will reach out and have one of our own, Burke Swanson—along with Jim Williamson of ACCRAM—discuss the topic of LAN cable wiring and installation.

Just think about the explosion of the Internet, and the possibilities of setting up a peer to peer network in your home or office. The basic component of either one is the cabling that ties it together. Are you planning to move into a new home? Wouldn't it be great if the house was pre-wired to allow this possibility or access the higher speed of the Internet? What are the differences between those cables and why should you even care? These and other questions should be answered during the meeting. ☺

Internet SIG

Mike Briggs, mike@possi.org

The March meeting was very well attended. This was the second meeting in the new location at the Knowledge Development Center. Everyone who attended agreed that the 6:00pm start time was a good idea. Therefore, it is now official that the meeting time will be from 6:00pm to 8:00pm on the first Tuesday of each month.

Difficulties in setting up the network prevented us from getting out on the Internet, so the time was spent discussing what we can do with the new facility and equipment we now have access to. We looked over some uses for the Internet and local URLs of interest.

The next meeting (April 1, no joke!) will have Internet access at T1 speed. (By then, we'll figure out how to get OS/2's TCP/IP to work with their Microsoft NT server.) We plan to begin installing and reviewing various Internet clients as we set up the connected desktop. First on the list will be Netscape/2 and possibly Fix Pack 1 with remote install. See you there! ☺

Lastmonth **ISDN to the Max**

by Joel Frey

In a departure from the usual software-related presentations, the January meeting was about hardware. This time, Max Eidswick came down from Colorado to speak to us about telephony, specifically ISDN, the focus of WaveRunner Technologies Corporation of which he is president.

Max could probably make any subject entertaining. In this case he also managed to explain the electronic as well as the business side of the subject and still keep people laughing. (It was fun at the time, but the laughter comes across as a horrible screeching noise in my cheap tape recorder and I'm ready to smash it to pieces. Thanks, Max.)

Max was here on a return engagement. In a prior incarnation, Max was a software vendor. (He talked about "jumping from software—from being poor and going out of business to... *screech garble screech*." Crummy recorder!) He developed DCF/2, an HPFS compression package that he subsequently sold to Development Technology when he retired to coach his son's soccer team.

Max was approached by a company in Michigan that lost a major account because they didn't have an ISDN adapter for their product. Heads would roll if it happened again and his brother was attached to one of them. Max got this project because he had built an ultra low-cost ISDN adapter as a hobby. ("Colorado State said they would give me a Master's in engineering if I built an ISDN adapter for under \$50. I asked if they would give a PhD if I built it for less than \$32.") In the course of marketing the product, which they produced in under four months, Max learned that IBM planned to sell the WaveRunner Division (because they were "only" selling \$100,000 a month). Though they bid against 3Com, his company was successful and the deal included a large amount of inventory. "[IBM] didn't want to sell any of the stuff because it would cause all kinds of accounting problems to actually ship it." IBM eventually bought a substantial amount of this inventory from them.

About ISDN

ISDN is the only internationally supported digital phone standard. It's widely available in Europe and Japan because they needed to replace obsolete switches installed in the 40's and 50's. The US phone companies have been dragging their feet because their switches are from the 60's and 70's and the investment isn't totally depreciated yet. That is, they're technically but not financially obsolete.

ISDN was supposed to be fully deployed here by 1984, then by 1987. In 1992, AT&T, MCI, and Sprint accepted the ISDN-1 standard, but the Baby Bells still don't go out of their way to make it available. It is available in two forms; the Primary Rate Interface (T1) which has twenty-three "B" (Bearing) channels at 64Kbps and one "D" (Delta) channel at 16Kbps that is intended for control information. The Basic Rate Interface (BRI) has two B and one D channel, so the two B channels can be combined into a single 128Kbps connection, using the same type of wire that comes to a house with standard analog service. (Max said that ten internet users would not saturate even a single B channel under normal circumstances, since most internet traffic is highly compressible.)

The BRI also provides all of the optional services (like caller ID) at no additional charge since they are built into the network, but the downside is that it is usually billed on a usage basis instead of the flat monthly rate for analog lines. Depending on the phone company you deal with, ISDN has the potential to provide bargain bandwidth, but they might not be too sure how much they charge. Take Max's advice: "Call them three times and go with the lowest quote."

If the software industry is notorious for its TLAs (three-letter acronyms), telephony should be known for its FLAs. Besides ISDN, there's SMDS, a couple of newer ones that were discussed briefly (but were unintelligible on my tape), and of course POTS (Plain Old Telephone System).

About WaveRunner

The WaveRunner line consists of three devices: the PC Board, the PC Card, and the NT-1 Plus. The PC Board is an ISDN adapter for a PC, either in ISA or MCA slot configuration. The NT-1 Plus is a "network terminator" that provides the connection to an ISDN line and also enables the use of custom calling features (caller ID, call waiting, etc.), configuration of the two B channels as either a 64K ISDN and a standard analog line, or as a single 128K digital channel. (This device has a standard jack that allows connection of analog phone equipment when used in 64K/analog mode.)

The PC Card is a PCMCIA card that combines the function of the other two, so it can function as either a 28.8/33.6 analog modem or a 128K ISDN adapter, depending on the connector.

Max offered smoking deals on all of these devices as a user group special. I won't repeat them here because they expired shortly afterward; you would be terribly disappointed if you were considering ISDN and weren't at the meeting. I will say that he offered the PC Card at a price that was competitive with a PCMCIA analog modem and I'm already regretting not taking advantage of it. Max said he realized he wasn't going to make volume revenue off the deal ("I tried to make money off of OS/2 users for a long time and never made a cent"), but wanted to get them into circulation and have people spread the word (and to report problems).

What great toys

At Coyote Springs after the meeting, Max demonstrated his digital camera for us by taking pictures, then plugged the flash memory into his laptop to view them. I was already impressed when he dialed up his Web site with his cell phone during the meeting. What great toys... er, business equipment. Right now I'd settle for a decent tape recorder. Now, where's my hammer? ☹

Input queue

Dear Editor,

The latest *extended attributes* was wonderful! I especially liked the layout. The "grayed" titles worked well, and the graphics were clear and easy to read. Congratulations to all who contributed.

I would like to respond to a few comments made in the magazine:

If you have a ThinkPad, please go to www.pc.ibm.com/support/tps/tpos2.html. This is the IBM PC Company's site for finding the proper ThinkPad OS/2 drivers. I know that the MWave drivers work for OS/2; I have twenty working machines, both desktops and ThinkPads, to back it up. It's too bad that the technician who said the drivers were not available didn't know about that URL.

I'm sorry that Angus' experience with BESTeam has been unsatisfactory. I'm BESTeam member 188 and times have changed. When the program started, they could afford to send out NFR (not for resale) copies of many programs. Now, with many thousand BESTeam members, they have to be more judicious about blindly sending out code. If you read your BESTeam documentation, you can request NFR code for many different products if you have properly qualified. Education is the key at BESTeam. If you make the effort, they will back you all the way. Recent changes have made BESTeam members IBM Business Partners, so we are now 45,000 strong!

Marilyn Pizzo—you are a jewel. I'm a Certified OS/2 Engineer and I read your articles religiously! You

show me things that I'd never have the time and patience to find. Keep it up!

Finally, regarding IBM's commitment to OS/2. One figure: \$150 million dollars. The newer, leaner IBM won't throw away \$150 million dollars. That's about ten dollars of R&D for every OS/2 license ever sold *just for the next version*. Money talks, and we all know what walks. \$150 million dollars says a lot.

Richard Frank

Individual users speak out

I received a copy of *extended attributes*. Thank you. I'd like to imagine that your publication may in every sense be a replacement for the late *OS/2 Magazine*. As nice as it may be to have various on-line "magazines" (and for the most part they are well done), I still prefer to have something printed in hand. I look forward to receiving more issues. I hope that you will gear some of the articles towards those of us who are "simply" OS/2 desktop users, rather than LANed or networked.

Father Winston F Jensen

I am one of the few home users of OS/2 Warp version 3. My principle use is DOS versions of Lotus 1-2-3, and WordPerfect 6.0. I find OS/2 to be rock solid in operation and to be easy to use. I recently took a class at the local Senior Center on Windows 95. I was amazed at the clutter on the screen, and the unpredictability of what might happen.

I sincerely hope you can convince IBM that OS/2 is a superior product,

and that it needs applications for the home user.

James McClintock

I find it heartening to know that there are still organizations who haven't given up on OS/2.

Could you please ask [IBM head of Personal Software Products'] Mr Lawrie why IBM seems bound and determined to make me feel like a jackass for buying their software? Could you please ask him to try to get his division to quit acting like a Microsoft subsidiary and *sell their software*?

Roby Gamboda

Thanks so much for sending me a sample of *extended attributes*; after having lost *OS/2 Magazine* and *OS/2 Professional* both, I was afraid that my taste for printed information about this wonderful operating system would go unsatisfied forever.

I was most impressed with the quality of the magazine and I expect that you will have a huge increase in membership of people who are in the same fix as I am. Anyway, I am very happy to sign up, and will continue my membership as long as there is an OS/2.

By the way, special thanks to Esther Schindler for letting the IBM brass hats know that many of us use OS/2 on a single, un-LANed clone. I for one am fearful that IBM will leave me hanging—perhaps her contact with Donn Atkins will help prevent that.

Robert Shallenberg



Letters to the editor should be sent to editor@possi.org, or mailed to:

Editor, *extended attributes*
Phoenix OS/2 Society, Inc
5515 N 7th St, Ste 5-133
Phoenix, AZ 85014-2585

We reserve the right to edit all letters for content, readability, and length.

press release

Single site for software updates

Updates to products, particularly when dealing with multiple vendors, can often be tedious and time consuming to find and install. WarpSpeed Computers is offering its Internet server as a holding site for updates. The updates will be made available via four methods. Gopher and FTP will be provided for users who prefer a standard gopher or FTP interface. Also provided is a modified gopher server which is needed for the "Retrieve Software Updates" program supplied with OS/2 Warp 3.

Support for the new Web-based "Retrieve Software Updates" (RSU) program is also provided. (IBM uses RSU for the distribution of its own updates.) Using RSU, the user clicks on a link to a small RSU file. This file is recognized by a modified Web browser (IBM provides an update program for Netscape and WebExplorer users), downloaded and passed on to the RSUINST program. RSUINST downloads the updates and runs an install program.

WarpSpeed Computers will provide documentation and support to

OS/2 software vendors that require it. WarpSpeed's Updates page can be accessed at www.warpspeed.com.au/updates.htm

Based in Brunswick, Victoria, Australia, WarpSpeed Computers has been in business since 1988 and is committed to producing high quality, low cost software which meets and exceeds the end user's expectations. Support is provided through CompuServe WarpSpeed's own BBS and Web sites. Phone, fax, and mail support are also available. ☺

building blocks Foot in a trap

by Marilyn Pizzo

If you were at the February general meeting, you may have heard my discussion about traps. No, we weren't talking about a hunting expedition or a mouse problem. In OS/2, a trap error is beyond the occasional "burp" you may get on your computer, and can use the three fingered salute (Ctrl+Alt+Del) to fix.

A trap is the computer's ultimate slap-in-the-face, if you will. It is a conglomeration of white letters and numbers on a black screen. When it happens to you for the first time, panic strikes. Then anger, frustration, and finally tears. I'm sure that if the same thing happens again I won't feel quite the same way, but once is enough for me.

A trap happens when a program attempts an invalid action. A bug in a program or hardware errors could cause a trap. I had a Trap D, a trap in a Ring 0 privileged program. No matter what you call it, it is an internal processing error and you have to perform a lobotomy, so to speak, to readjust your computer's thinking pattern. OS/2 Warp will not attempt to recover from this problem on its own; the error message on the screen says to contact a service representative.

At the meeting, it was recommended that I try reloading OS/2. That certainly sounded reasonable until I did so, and got yet another error message. At least this time I had instructions how to proceed, and the instructions worked. Whatever the demon that caused my poor computer to be possessed was exorcised by the end of the third diskette.

I always like to share fun things with people, but I wouldn't wish a trap on anyone, even an enemy. Now that I know a little more about it, I will at least be prepared to fix it. OS/2 is always a learning experience. Some experiences are out of necessity, others are by choice.

For those of you who have experienced a trap, I'm sure you can remember the first time it happened to you and the "fun" you had trying to figure out what to do. If you have not had the "pleasure," I hope you never do. I can certainly come up

with many things that would be more interesting, but it was a learning experience.

Out of sorts

After having a screen full of white numbers, etc. on a black background, I welcomed the blue OS/2 Warp background with my familiar desktop objects. However, not everyone has the same taste.

For instance, did you know you can sort objects on your desktop or in a folder in seven different ways? You can sort by:

- the Name as seen underneath the object's icon
- the Type of object it is
- the Real Name (I would call it the file name, as seen if you ran the DIR command from a command line)
- the Size or amount of space an object occupies on your hard disk
- the Last Write Date—the last date the object was updated
- the Last Access Date—the last time the object was used; and
- the Creation Date—the date the object came into existence.

With such a wide variety of choices, you should be able to find the right method of sorting to suit your fancy. To change how OS/2 sorts objects, go to the Properties notebook for the desktop or folder objects, and select the Sort tab. From there you can change the Default Sort Attribute. You can also select **Always Maintain Sort Order**. When you do so, OS/2 Warp will resort the objects in the folder whenever an object is added or deleted.

Now that we have chosen how we want to sort objects in our folders, let's arrange them. OS/2 has eight methods to arrange objects on the desktop or in folders:

- Standard: arranges the objects into rows from the top left corner of the window
- From top: arranges objects into rows similar to the Standard method
- From left: arranges objects into columns starting at the top left corner

- From right: arranges the objects into columns starting at the top right corner
- From bottom: arranges the objects into rows starting at the bottom left corner
- Perimeter: arranges the objects around the border of the window
- Selected Horizontal: arranges only the set of objects you select into a row; and
- Selected Vertical: arranges only the set of objects you select into a column.

Certainly one of these options will be to your liking. Note, however, that the arrangements you choose will only remain in effect if **Always Maintain Sort Order** is *not* selected in the Sort tab of the Properties notebook.

You can also use **Undo Arrange** selection if you perform an Arrange and decide you don't like it.

OS/2 has two main locations to go to when we want to change how the Workplace Shell looks. One such location is the Properties notebook for each object, especially the desktop properties and folder objects. The other is the System Setup folder in the OS/2 System folder. The main objects here that will affect the appearance and behavior of the Workplace Shell are: System, Font Palette, Scheme Palette, Solid Color Palette, Mixed Color Palette, Sound, and Mouse.

Some mouse pointers

If you are a little bored with your mouse pointer, OS/2 Warp gives you some options. To find these options, open the Mouse object in the System Setup folder. Find the Properties notebook (right click on the Mouse object). Once you are there, if you go to the Setup tab, you can swap mouse buttons. This might be convenient for left handed people.

Two tabs allow you to customize the mouse pointer. The Pointer tab allows you to load any of several pre-loaded sets of mouse pointers by selecting Load Set. Give it a try to see what's there. Remember, you can always change it back.



The OS/2 Supersite

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- Mirrors of several useful sites such a **The Warp Master Updates Page** and **OS/2 Connect.**

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"I just found your site and wanted to congratulate you on doing such a great job in getting this site started. I've wanted to find a central place (such as www.windows95.com) for finding OS/2 shareware: what's out there, descriptions, etc. And I'm delighted to see that you look like you're going to try to make this into THE place to find this information."

"I also love having an easy place to register shareware."

"Just found this site reading OS/2 e-Zine!. Very nice. Hope you can keep it up and running as Hobbes is a hit and miss."

"Thanks a bunch for setting up the OS/2 Supersite. It's a great resource, very well done, and I hope it's a great success for you."

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Are you artistic? If so, you may want to make your own mouse pointers using the Icon Editor utility and then install them on your OS/2 Warp system. You could certainly get very creative! After you create your new pointers, copy them into a subdirectory within C:\OS2\Pointers directory. Your pointers must have specific names, or OS/2 won't recognize them: arrow.ptr, illegal.ptr, move.ptr, sizenews.ptr, sizens.ptr, sizenwse.ptr, sizewe.ptr, text.ptr, and wait.ptr. These names correspond to the names of the pointers in the set as seen on the system pointers screen. Once your creations are in the appropriate subdirectory, use the **Load Set** button in the Pointers tab to load them into your system.

If you don't feel completely artistic, you can modify an existing set of pointers using the **Edit** button on the Pointers tab. You could spend hours playing around with this one.

The **Comet Cursor** tab allows you to create a trail to follow the mouse pointer on the screen. The trail is shown as you move your mouse around the screen. The **Comet Cursor** tab allows you to turn the trail on or off, change the size and color of the trail, and set the minimum pointer speed at which the trail takes effect.

Sounds like fun!

Don't like the sounds associated with the varying events in OS/2 Warp? Change them!

Open the **Properties** notebook of the **Sound** object and select the **Sound** tab. Choose an event from the **System** events list on the left. Then choose a sound file from the **Sound** file list on the right. If you are unsure what the different sounds are, select **<try it>** from the **System** events list; go through each sound. This will help you make a better selection. You can adjust the volume of the sound if you want. Personally, I don't like the sounds too loud; they wake me up.

You will also see a **Scheme** tab on the **Sound Properties** screen. In the **Scheme** tab are sets of sounds, known as schemes, which are preset to the various system events. This allows you to change from one set of

sounds to another without having to change each individual sound.

A matter of character

Another change we can make to customize our system is the fonts.

The default **Font Palette** in the **System Setup** folder provides a palette of eight fonts to choose from. OS/2 Warp provides you with additional fonts besides the default eight. OS/2 Warp 4 supports both **Adobe Type Manager** and **True Type** fonts.

To create your own font palettes use the **Font Palette** template in the **Templates** folder. Changing a font in any object is a drag and drop operation. Select the font in the **Font Palette** window, then drag it to the object where you want to change the font. As soon as you release the right mouse button, the change is effective.

To change a font within the **Font Palette** window, double click your left mouse button on the font. Select the **Edit Font** button to display the **Edit Font** window. You can also

replace an existing font in the **Font Palette** window by using the **Add** button in the **Edit Font** window. OS/2 Warp will provide you with a list of available fonts to choose from.

Eat your vegetables

There is so much in OS/2 Warp 4 that we may never find it all. That is why I am always suggesting to experiment. You can't honestly say you don't like a particular color scheme or font if you have never looked at it. Don't you remember your mother trying to get you to try a different vegetable and you proclaiming you didn't want any because you didn't like it? And, what was her answer? "How can you say you don't like it if you never tried it." I guess I'm playing Mom a little by saying, "Try it, you might like it."

It is fun to change colors and sounds. Sometimes they look or sound funny but one of the great things about OS/2 Warp is that you can always change things back or try something different. ☺



The Alphabet Zoo

by Burke Swanson



The Alphabet Zoo is really seven games (or, actually, activities) in one. The program ships with OS/2, Windows 3.x, and Windows 95 versions on the same CD-ROM.

I use a rating system based on ease of use for a child (C-1 through C-10) and the headaches for attentive parents (P-1 through P-10). Ten is the best rating.

First Impressions

Installation of The Alphabet Zoo is fairly simple. Installing in Windows and Windows 95 was very easy; however, when I installed the program in OS/2, some of the activities seemed to be missing. Later on, I learned that some activities are unavailable in the OS/2 version; it's mentioned in a small note in the installation instructions (as if I read them)! I installed the software in WinOS2, but it made me wonder why they even have an OS/2 version on the disk.

I would not recommend trying to run the Zoo in only 256 colors. The program does warn you that it may not operate correctly. I found this to be true of all the activities. (P-7; I assume a child will not install it.)

The Zoo

The Alphabet Zoo lets you pick a letter. Then it displays a picture or a movie clip, and gives you a bit of trivia. My kids liked the movies and (hopefully) associated the letters with the sounds.

The activities revolve around animals and the first letter associated with an animal's name. The developers chose unusual animals, such as A for Aardvark and Albatross, F for Ferret, and L for Llama. The recordings it plays back are of good quality. (C-8, P-5)

Movie Time

Movie Time is a lot like the Alphabet Zoo, only it is directly linked to the movies included on the disk. Unfortunately, I had a hard time getting this to run in any environment; this is a very picky application.

But when the movies work, the sound and video are very good. The only unfortunate thing is the names

assigned to each of the movies, such as Llama_1 and Llama_2. This isn't a very good use of long file name support in OS/2. (C-4, P-2)

Silly Stories

Silly Stories is a take-off on other media that I have seen. It replaces words in a story with the words you choose, before you know how or where your words will be used.

The stories are cute, but the interface needs some help. An older child of 7 or 8 could work the application, but a younger child could not. For example, Silly Stories requires a File/Open, then you pick a story like "Cigar.sto" or "pillow.sto" before selecting the words to fill in. Sometimes you select pictures; at other times, the fill-ins are words.

The other main part of the activity is reading the story after the words are chosen. I thought, "What a great idea!" Then I heard the voice. Talk about a flashback to the 80's! Remember the voice in the movie War Games: "Shall we play a game?" That's the voice of The Alphabet Zoo. This is a fun activity, which could use a little work on the interface. (C-4, P-8)

Phonics

Phonics breaks words down to their consonants. Then the program repeats the word, distinguishing each consonant. This seems to be a good learning tool, but my children bored quickly and moved on to another activity. Also, the program doesn't remember where you left off, so the same words are seen each time your child opens the activity. This lowered the attention span even further. Unfortunately, Phonics uses the same voice as Silly Stories. (C-3, P-8)

First Letter

First Letter is one of the better activities included in the Alphabet Zoo. The object of the game is to match a letter with one of three animals displayed. The unusual animals are a draw back, since it is difficult to choose the proper animal unless you know the its name. For variation, the game can be reversed, and you can

match an animal with its appropriate letter.

I would prefer that this activity were set up so that a three- or four-year-old could change it. Unfortunately, this activity also does not keep track of previous play, thus duplicating the same activities and once again lowering the attention span of most children. (C-5, P-7)

Hang Dude

Hang Dude, the classic hangman, is similar to the rest of the hangmen you have seen around. Instead of giving a type of clue, Hang Dude says the word. It, too, has that lovely 80's voice, so it took us 4 to 9 replays of the word to figure out what it was saying.

Luckily, Hang Dude changes the grouping of the words so they aren't in the same sequence each time. It also has various levels and number of guesses, so it will outlast the growth of your child. (C-6, P-8)

Concentration

Concentration is probably the best activity in the set. As in First Letter, you match the first letter with the animal, but you can also choose animal to animal, upper case to lower case, and other mixes. The number of tiles can be changed to make the game even more challenging.

The sound is good and so are the graphics. Unfortunately, this is one of the activities that does not run in OS/2. That's too bad, because I think this is the best activity in The Alphabet Zoo. (C-9, P-5—because it does not run in OS/2)

The Last Impression

Overall, my kids and I enjoyed The Alphabet Zoo. However, it doesn't hold our attention long. It also needs some improvement to the implementation, such as better sound and greater ease of use for children. You might want to give it a look, but with all the entrees into the Edusoftware industry, I would not be surprised to find one out there that would compete very well indeed.

(Over all rating: C-5.5, P- 6.5) (U)

The Alphabet Zoo
2nd Story Productions

Galactic Civilizations 2

by Mike Gannon

Galactic Civilizations 2
\$59.95

Stardock Systems
7977b Ronda Dr
Canton, MI 48187

313-453-0328
www.stardock.com

I grew up on strategy games. My idle hours were filled by Avalon Hill's Gettysburg and Tactics II, and Milton Bradley's Risk. These were sophisticated, thinking games like chess. Chance and skill were both major factors. A roll of the dice could win a battle or lose a city. In some games, historic battles could be reenacted and history changed because of a failed strategy abandoned or history's lessons learned. I never really outgrew those childhood games; but I found it harder to find opponents and time in which to play them.

My early experiences with computer games left me cold. The only real challenge was pushing the button faster than your opponent or mastering the joy stick. Or, blast the living snot out of comical, cartoon monsters with no more thought of tomorrow than which level you could reach before you ran out of tokens. I quickly tired of the sameness of these shoot-em-ups.

How glad I am to see that my childhood memories could be improved upon! Strategy games have a new name these days: Galactic Civilizations 2 (GalCiv2) by Stardock.

Stardock has really hit a hot spot with GalCiv2. I want to be challenged without being overwhelmed. I like to be amused without feeling as though I am being pandered to. And I like to take on a game for pure amusement at my own pace, and in my own way.

I really like GalCiv's range of customization. This can be a game of galactic proportions, or one in which the stars are near neighbors. Tiny or huge, you get to choose. You also choose how your opponents will respond to you: friend or foe, ruthlessly evil or benevolently sympathetic. Or you can play a random game where you never know how things will react, or what new dangers you may have to face.

Surprises are here, with danger aplenty. Since I never played GalCiv 1, I have no idea if the characters remain the same or not. I did play Star Emperor and it seems like the usual suspects are here as well. The range of play is more than enough for

the average player. You can make this game as simple or as complex as you like.

Hardware requirements

I run a simple system: 486DX4-100 clone, Intel motherboard, 16MB of RAM, SVGA monitor at 1024x768 (256 colors). I have great resolution, fabulous color, plenty of speed (for my meager needs), and a sound card that stinks.

Yes, my three year old Sound-Blaster 16 has had it. The sound quality is not what it should be for a game this fine. Shortly after installing the game, my card gave up the ghost and died. Too bad! The music that I did hear was pretty good, too. Although I couldn't replace the card before the review was due, I will get it replaced soon. Once you get used to sound, it's hard to live without it.

Playing the game

For my first galaxy, I set up only two other races besides humans, but there are many to choose from. I wanted to keep it simple; one bad guy, one random player. Maybe we could ally in the future, maybe not.

The game begins when a colony ship is sucked through a worm hole, ending up in a new galaxy. Everything is new and unknown. You have to start the human race over again and you don't know how long you have. A simple game can take hundreds of years (game time), so long-term thinking is critical. A complex game takes millennia (weeks, months, years); you decide. Multi-player gaming is a natural; I expect it to be added by some entrepreneurial soul.

You begin by taming planets, colonizing new star systems, and building human civilization. But it quickly becomes apparent that you are not alone in this new galaxy.

Interstellar trade, planetary conquest, and the search for new knowledge are just some of the themes this game addresses. In short, this is a game you can live within. It's really quite compelling to play.

Game controls are simple and intuitive. Right mouse button usage

is important, as in any good

OS/2 program. The game's artificial intelligence(s) (AIs) are programmed to be economically conservative, along the Milton Freedman/Adam Smith school of economic theory. Taxation is counterproductive and deficit spending is definitely a no-no. Aside from these real constrictions, the world you create functions remarkably as real world geo-political. There's even a secret police force that you may use to monitor trade and cause or prevent insurrections among your planets.

The documentation is adequate, and reading the manual helps immensely. My first game ended in disaster as my colonies were destroyed and humanity was snuffed out. (The end scene for this scenario was pretty dismal.) My next game was played with more care and deliberation.

GalCiv2 is a long range game. Broad, sweeping, galactic panoramas are your canvas, and you paint with a very broad brush. If you happen to be nearsighted, you may wish for a smaller brush. This is true particularly in the area of planetary administration; for instance, the five governors you are presented with. Who is Conan the Librarian and what will his policies be? Who is Donald the Sword? Do the names mandate how they will govern?

Short of making this a multi-CD game and outgrowing a gigabyte hard drive, I think Stardock found a comfortable balance between too much detail and too little. I also read about the availability of an add-on program, Shipyards, in which you can design the ships that your planets build. I see a real market for more of those. Just look at how Sim City has grown!

My only real complaint is that I can't seem to find enough time to play. I come back to the game maybe twice a week and that's not really enough, is it? Which brings me to my final point. Can I keep it? Huh? Can I? ©

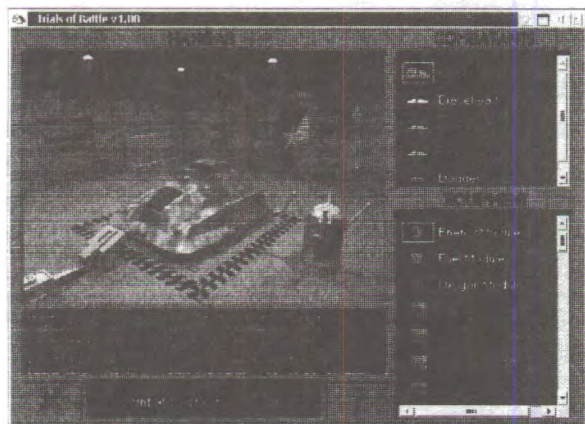


Trials of Battle

by Mike Briggs

In Trials of Battle, you have been abducted by aliens and have been taken to a strange planet where you engage in combat; you represent your race. The "Trials of Battle" take place in a huge indoor arena. The battlefield changes after each combat; terrain and obstacles are moved around to create different environments in which you fight for survival.

Installation is straightforward and easy. There are two choices for install: full, or minimal to save disk space. The CD has to be in the CD-ROM drive to play, whichever installation option you choose.



Getting started

You begin as a Gladiator third class. You can only use a light hover tank to begin with, and a short list of available equipment.

Your goal is to advance to the rank of Battle Master. As you advance and score kill points, you are able to choose from the heavy hover tank and hover craft. Each of the three vehicle types has its advantages and disadvantages. The type of contest you are playing at the moment and your preferred style of play dictates which type of craft is best for you. When any of the three types are available, you may switch every battle if you so choose.

You begin the game in the hangar area. Here, you choose your vehicle and the equipment you wish to take into battle. This is also where you would repair your vehicle during and after battle. You will be told at this time what type of conflict will

take place in the arena for the next combat. Choices are:

- ☐ "Free for All" (self explanatory)
- ☐ "Kill the Carrier" (pick up and carry a battle token as long as possible)
- ☐ "King of the Hill" (occupy a designated area for points)
- ☐ "Blind Courage" (a free for all with sensors jammed)

When you are fully prepared for combat and have an idea of what the contest is, you click on the hangar door to indicate you are ready for battle. Combat automatically starts in about two minutes, so you must make up your mind quickly how you wish to configure your hover tank.

Once combat begins, you are transported into the arena and immediately in the midst of combat. You use a joystick or the keyboard to control your tank. Each round of battle lasts about five minutes; then combat ends and you are back in your hangar to repair your vehicle. If you were successful, and killed many of your opponents, you will be awarded kill points. These can be traded in, like money, to buy new equipment and to repair your hover tank. Also, as you score kill points you are eventually promoted and move up in rank. With promotion comes an expanded list of items and weapons you may purchase for your vehicle.

Shoot 'em up

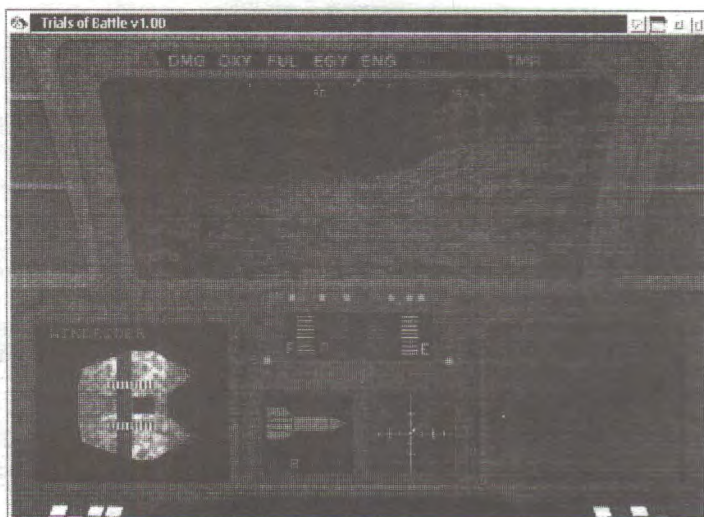
Combat can be fast and furious, or it may be slow and steady with stalk-

ing of your opponents. The pace of the combat is usually dictated by the number of opponents you have and the type of game being played for this trial of battle.

I was only able to test solo play because I never was able to get a good connection over the Internet. I am still working on this facet of the game and will try a modem connection when I find someone else who has the game. Multiplayer gameplay may be the subject of another article when I have more to report.

In conclusion, Shadowsoft Entertainment and Stardock have put together an addictive little game. The graphics, while not spectacular, are well done and give a good feel for combat in the arena. Sound effects are well done and often provide audio clues to what is happening around you. A wide enough array of weapons and items to bolt on to your hover tank make the configuration phase interesting. I often decided on bigger engines and smaller lasers because I have a heavy trigger finger and needed the power. More than once I was up way too late because of the "One more quick game" syndrome.

There was a hint of a sequel at the end when I was promoted to Battle Master, something about "Trials of War." Hmm, that could be interesting. ☺



Trials of Battle
\$49.95

StarDock Systems
7977b Rondo Dr
Canton, MI 48187

313-453-0328
www.stardock.com

These applications were released or updated recently.

REXX SuperSet/2

SoftTouch Systems announced the REXX SuperSet/2 Version 2.0. REXX SuperSet/2 is SoftTouch Systems' first product to support the new Object version of the popular REXX procedural program included with OS/2.

REXX SuperSet/2 provides the REXX programmer with the most extensive set of "classic" REXX external functions available from a single source. Over 300 external functions in seven DLLs are registered to the REXX processor supplied with OS/2. These external functions can be used in TCP/IP, NetBIOS, EHLLAPI, LAN Server and Warp Server and CPIC environments.

REXX SuperSet/2 Version 2.0 supplies new REXX classes to create external objects. Each object package is supplied as a System Object Model (SOM) Dynamic Link Library (DLL). Because they are supplied as objects, programmers can make full use of them by subclassing and inheriting from them to create their own Object REXX customized objects.

REXX SuperSet/2 improves the programmer's productivity because it organizes the classic REXX extensions by environment, establishes a consistent function syntax, and provides examples for every REXX function. A 650 page product manual describes the functions, their syntax, and lists examples from real working programs. REXX SuperSet/2 includes an online version of the product documentation as well.

The REXX SuperSet/2 Version 2.0 supports all versions of OS/2 2.x, 3.0, and Warp 4.0. Object REXX and OS/2 Warp 4.0 are required to use the new REXX SuperSet/2 object classes. With this release, SoftTouch Systems is dropping the requirement to license runtime DLLs.

REXX SuperSet/2—Professional Edition consists of the 300 classic REXX external functions, classes for creating new networking objects with Object REXX, and the printed and online documentation.

REXX SuperSet/2—Personal Edition is a subset of the REXX SuperSet/2 Professional Edition intended for the casual user. It includes complete documentation and examples, but does not include the networking DLLs (TCP/IP, NetBIOS, LAN Server/Warp Server, CPIC, and EHLLAPI functions) or the new networking Object REXX classes.

REXX SuperSet/2 Professional edition lists for \$249 for a single-user developer license and \$79.95 for the single user license.

SoftTouch customers may purchase REXX SuperSet/2 Professional Edition for \$199 and REXX SuperSet/2 Personal Edition for \$69.00.

Desktop Observatory v5

Pinnacle Technology, Inc announced Version 5 of The Desktop Observatory.

The latest version of this popular product, sometimes referred to as the original "follow me" desktop, reflects a tremendous improvement in ease and function over previous offerings. Improvements include:

- file level security/SES support
- new drag and drop interface for administration
- ability to link desktops with user's rights on the network
- dramatically smaller files for optimization over any network
- Warp 4 support

"This represents a new standard in centrally managing desktops and security... a great result to many man-years of development and testing," said Eric Osmann, Vice President of Development for Pinnacle. As a former member of IBM's Workplace Shell Team, he should know!

Full evaluation copies are available via Pinnacle's web page at www.pinnacletech.com

The suggested price is \$197 for a single license with aggressive site/enterprise licenses available. Contact Pinnacle at (765) 279-5157.

X-File

X-File, "The Open File Dialog Fixer," is a new desktop enhancer for the standard OS/2 microscopic Open

and Save As file dialogs. There's nothing paranormal here—just real useful stuff.

X-File runs under OS/2 3.0 or later, is small and non-intrusive, saves you from merrily-we-scroll-along syndrome. It works with many OS/2 applications, including the System Editor and SmallEd. X-File is produced by the company that gave you X-it and Matrix. X-File:

- Replaces the tiny "open/save as" file dialog with a full height dialog
- Is user customizable
- Has drive buttons at the top of the "open/save as" file dialog. A single click moves you to that drive.
- Has history buttons for last files and directories accessed.
- Has a frequent directories button (quick list); jump to your favorite directory in two mouse clicks!
- View the current selected file using your favorite viewer, or the default WPS viewer.
- Access the selected directory with your preferred file manager, or the default WPS file manager.

All of the functions are also accessible from a pop-up menu (right mouse button or Shift-F10). X-File lets you change the fonts for the file and directory lists; use a tiny font to really cram in all those files and directories.

This utility has been tested with many OS/2 applications, including (though not limited to) Enhanced System Editor (EPM), Mesa 2, Home Page Publisher, PM Mail, FM/2, BackAgain/2, HTML Studio, Photo>Graphics, Netscape/2, Program Commander/2, Neon Graphics Light, PMJpeg, Adobe Acrobat... well, you get the idea.

X-File is \$15. Look for it at:

- www.bmtmicro.com/catalog/xfile/xfile.html
- ftp.bmtmicro.com
- hobbes.nmsu.edu
- ftp-os2.cdrom.com
- www.musthave.com
- CompuServe GO OS2BVEN, OS/2 Shareware, Library #1.

One bad software decision can ruin your whole day.

Let's face it . When it comes to choosing the right utilities for your OS/2 system, you can't afford to take risks. You need a proven set of disk, file, and desktop utilities which are reliable and effective. One that supports multi-gigabyte partitions, HPFS and FAT file formats, long file names, with both PM and command line utilities. With qualified product support representatives accessible from the internet, compuserve, phone or fax.

What you need is the SofTouch Suite family of OS/2® utilities from SofTouch Systems, Inc. Our disk and file utilities improve system performance with HPFS and FAT defraggers, repair damaged INI files and user desktops, fully uninstall applications, move applications across different partitions and manage hundreds of thousands of files in directories and drives spanning multiple gigabytes of space. Our software repairs damaged partitions, rebuilds corrupted desktops, and recovers critical HPFS data files - everything you need to maintain your custom OS/2 system.

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Tensor

Pit your skills against Tensor. Move tiles around a rectangular playing board trying to merge like tiles to score points. The more tiles you merge the higher you score. But look out: merging mismatch tiles can cost you points.

Played by testers from 5 (with a little help on instructions) through 70+, Tensor has been enjoyed by testers of all ages, sexes, and skills. The three highest known scores on Tensor belong to the ladies, of which two were adults, not teenagers; the second highest was by a 13 year old.

Tensor allows you to vary options to create a new challenging game at any time. The Java version—which runs on all major Java platforms such as Windows 95, Windows 3.11, and OS/2—has even more options to challenge you.

Demos are available at www.qvision.net/demo.html

Tensor is available in Java, OS/2, and Windows (3.1 or higher) version. Tensor is available, in all versions, on diskette or for electronic download over the Web.

Contact QVision at sales@qvision.net, 801-572-4018, fax 801-571-8625. All versions of Tensor are \$24.95 on diskette and \$19.95 for download. The downloads are on a secured Web server.

Alternative Movie Database

The Alternative Movie Database is a front-end for the Internet Movie Database (IMDb) and provides fast and easy local access to the IMDb. It consists of several command-line tools for creating and querying the database. A more comfortable way to query the database is the also supplied graphical user interface for OS/2 Presentation Manager.

The whole package is free software and released under the GNU General Public License.

You can find the files `amd1_04a.zip` and `amd1_04b.zip` at the Hobbes ftp site. Or look on the author's home page at www.cs.tu-berlin.de/~siebert

which has other OS/2 programs as well.

If you have no idea what the IMDb is, here some facts about it:

The Internet Movie Database (www.imdb.com) is an international organization whose objective is to provide useful and up to date movie information freely available on-line, across as many systems and platforms as possible. It currently covers over 65,000 movies with over 900,000 filmography entries and is expanding continuously.

The database includes filmographies for actors, directors, writers, composers, cinematographers, editors, production designers, costume designers, producers, and a miscellaneous catchall section; plot summaries; character names; movie ratings; year of release; and a whole lot more.

The database aims to capture any and all information associated with movies from across the world, starting with the earliest cinema, going through to the very latest releases and even movies still in production. Thousands of movies are covered completely, from major actors to minor bit players and crew members. All information comes from database users, so please continue to support it and help it to grow. The database, updated weekly, is available over the Web, an email interface, or locally installed on Unix, Amiga, and MS-DOS machines.

In its five year history, the IMDb has grown from a small informal project to a major Internet resource. The Web interface to the database is one of the most popular and well-known sites of any class. It is frequently cited as a model for how to create and organize a major Web site and has received numerous awards and honors over the years.

Sound Scheme Manager

Sound Scheme Manager is a freeware program to manage the Sound Schemes found in OS/2 Warp 4.0. It can add, edit or delete Sound Schemes.

The program is uploaded to ftp.cdrom.com/pub/os2/incoming/ssm100.zip, and is expected to be placed in ftp.cdrom.com/pub/os2/

multimed soon. For more information, write to enckevor@dds.nl.

Templeton

Templeton is a powerful Web mirroring and mapping tool. Using Templeton, you can bring remote Web pages to your local hard drive for fast, convenient, reliable, offline use.

Mirrored HTML documents include working links, images, and sounds. Web browsers can easily access the retrieved files. Minor HTML corrections (such as a missing quote) are performed. Templeton is very configurable; it can generate web site maps, mailing lists, server lists, and much more. It can easily be included in automated scripts or can be used to run other applications on the mirrored files. HTTP proxy servers and password-protected URLs are supported. Find out more at:

- www.bmtmicro.com/catalog/tton/
 - hobbes.nmsu.edu/os2/internet/www/tools/tton1900.zip
 - ftp-os2.cdrom.com/os2/internet/tton1900.zip
 - ftp.bmtmicro.com/bmtmicro/tton1900.zip
- Or write to dr.neal@worldnet.att.net. ☺

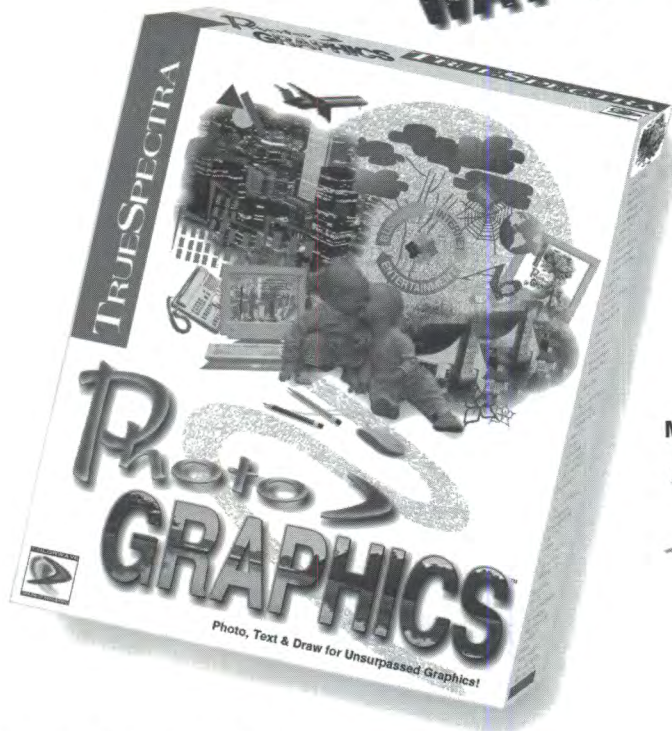


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The Phoenix OS/2 Society, Inc

The Phoenix OS/2 Society is a computer user group dedicated to OS/2. We have been publishing our award-winning magazine, *extended attributes* since August of 1994, and we have members all over the world.

Yes, this is a user group publication, and that sometimes shows; however, that's also an advantage, since you get real-world feedback about OS/2 and OS/2 products from other users, not just jaded, cynical journalists.

How useful will it be to join the Phoenix OS/2 Society if you aren't in Arizona? We see the Phoenix OS/2 Society as something akin to the National Geographic Society or the Smithsonian; while most members only see a magazine, you're actually a member of a society, and can participate in its activities when you happen to be in the area.

Even without activities that take place in Phoenix, Society membership includes product discounts that alone could make membership worthwhile. Taking advantage of one such discount could easily save you the entire cost of membership, giving you a "free" subscription.

Plus, the Society is prominent in the computing community. We are *already* heard by IBM; they listen to what we say. Several IBM executives get *extended attributes*. They don't get it for the "club news"—they use it to learn what OS/2 users really care about. And they respond to what they read.

You're not just getting a magazine. You're getting a voice.

If you would like to continue to receive the magazine, fill out the membership card in the center of the magazine. We would love to have your voice join ours!



Invites you to join

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